

WARLOCK: THE TRICKERY DEITY - NO IMAGES



OUR PATRON IS ONE OF A NUMBER OF TRICKERY Deities. Included in this list are Tymora, Beshaba, Olidammara, the Traveler, Garl Glittergold, and Loki. Like with their Cleric brethren and sistren, these benefactors give power to those who like to cause mischief, tell untruths, or cheat people out of their hard earned goods.

Those under the purview of these Patrons run the gamete from pathological liars, to lifestyle criminals, to spies, to pranksters, and more. The Trickery Deity Patrons are making plans and playing jokes on the world at large, using their donees to orchestrate the correct cues. However, their warlocks need to attempt to ensure that they aren't part of the punchline.

GRIFTER

At 1st level when you choose this subclass, you gain Proficiency in Deception and Performance.

Choose 1 of the above and your Proficiency bonus is doubled for checks you make using it.

EXPANDED SPELL LIST

The Trickery Deity lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Trickery Deity Expanded Spells

Spell Level	Spells
1st	Disguise Self, Silent Image
2nd	Calm Emotions, Detect Thoughts
3rd	Bestow Curse, Fast Friends
4th	Confusion, Fabricate
5th	Mislead, Modify Memory

IMMITATION

At 1st level, you have advantage on a check made to pass yourself off as being part of a particular profession, if you either have Proficiency in a tool related to that profession, or have observed someone in their professional environment for 1 hour.

This however, may not hold up under scrutiny from a professional within said career.

WORDSMITH

At 6th level, you can steer conversation effortlessly away from accidental pitfalls. You can use this feature to immitate the effects of the Gift of Gab spell. You can do this a number of times per day equal to your Charisma modifier and this feature recharges on a long rest.

HEIST PREEMPTIVE PLANNING

At 10th level, as a reaction, you can act as if you have previously given an ally an item or object that you haven't interacted with in that time. You must be able to see them and have met or interacted with them in the last 10 minutes to use this feature.

Upon using this feature the item or object appears in their inventory as if it had been there all along. It does not take effect until you use this feature, and you cannot undo any effects that have happened prior this feature's use, but takes immediate effect with your reaction. The item or object must be on the same plane of existence as you both in order to be transferred. You can use this feature in this way a number of times equal to your Proficiency bonus per day.

Additionally, you can expend your reaction and the applicable spell slot to have pre prepared a spell for a particular eventuality. You don't need to specify what the eventuality is prior to using this feature. Once you use the feature in this way, you cannot do so again until you finish a long rest.

ARCANE MASTER CONFIDENCE ARTIST

At 14th level, your connection to your patron allows high level magic to emanate from you, expressly for the purpose of trickery or deceit. When you gain this feature, you learn a number of spells equal to your Warlock level from the Illusion and Enchantment spell lists combined, to be used with this feature. As you gain each Warlock level, you also learn another spell from those lists. You can potentially cast a spell of up to 7th level from those lists.

The casting cost is different than usual:

- You gain the use of Arcane Master Spell Slot Levels separate to you Pact Magic feature. The number of these this feature affords you is equal to your Proficiency bonus, for example at this level, it's 5. This can be split up in any way you want, for example: 5x 1st level spells or 1x 2nd level spell and 1x 3rd level spell. These Arcane Master Spell Slot Levels recharge after a long rest.
- When casting a spell of 5th level or lower through this feature, you use the Arcane Master Spell Slot Levels from this feature. The spells you learn from this feature can be cast via pact magic slots as well.
- Casting at a level of 6th or 7th through this feature, however, this incurs a different, and higher spell slot cost. To do this it costs 2 pact magic spell slots, but this can only be done once per long rest.

As well as a higher spell slot cost, attempting to cast a spell of 6th or 7th level comes with a risk and a cost to your health. In order to successfully cast at 6th or 7th level, you must roll a Charisma Saving Throw with a DC = $10 + \text{spell level}$. If you fail, the spell slots are spent and the spells fizzles.

The casting of a spell past your normal limits is incredibly taxing, and you take Necrotic damage equal to the spell level amount of d4s. This reduces your max HP by the same amount, and cannot be reduced in any way. This reduction in max HP remains until a long rest is completed